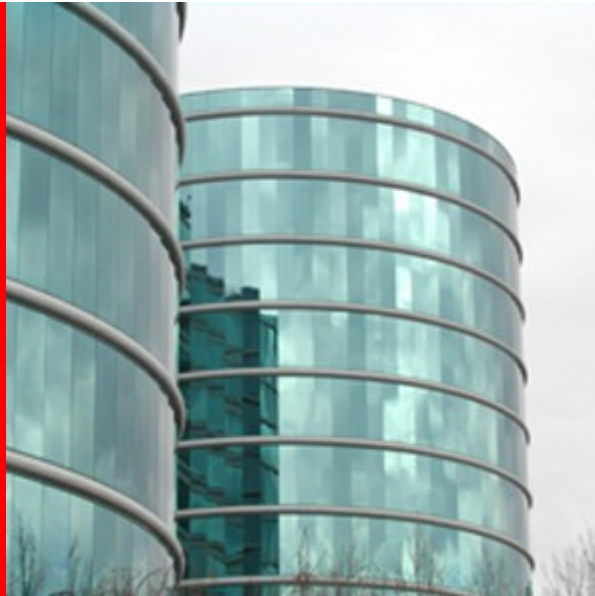


ORACLE®



## **Project Renaissance – Improving Impress through Iterative Design and Development**

Andreas Bartel, Christian Lippka

## Mission Statement

“Create a User Interface so that OpenOffice.org becomes the users' choice not only out of need but also out of desire”

## Goal Statement

“ ... to know and to understand our users as they are, and to help them accomplish what they want to, by providing efficient access to valuable functionality through a desirable user interface.”

# What's in for me

- The plan
- The execution
- The outcome

# **Project Renaissance**

## **Impress**



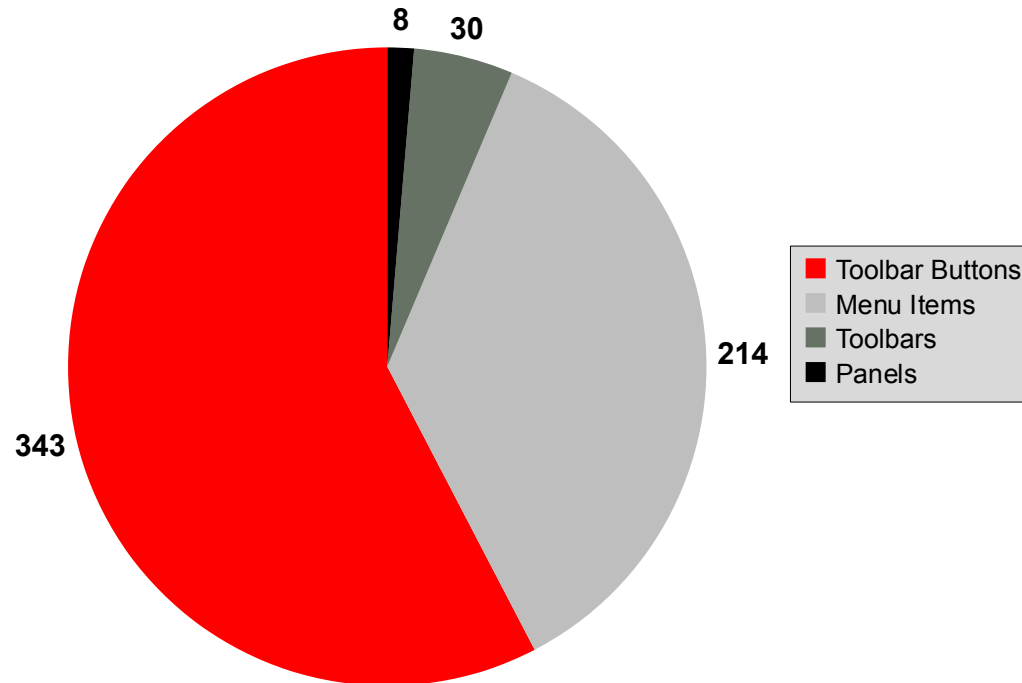


# “Where is my bike?”

Or how do I find one particular element among a set of many?

# Let's talk numbers – UI Elements

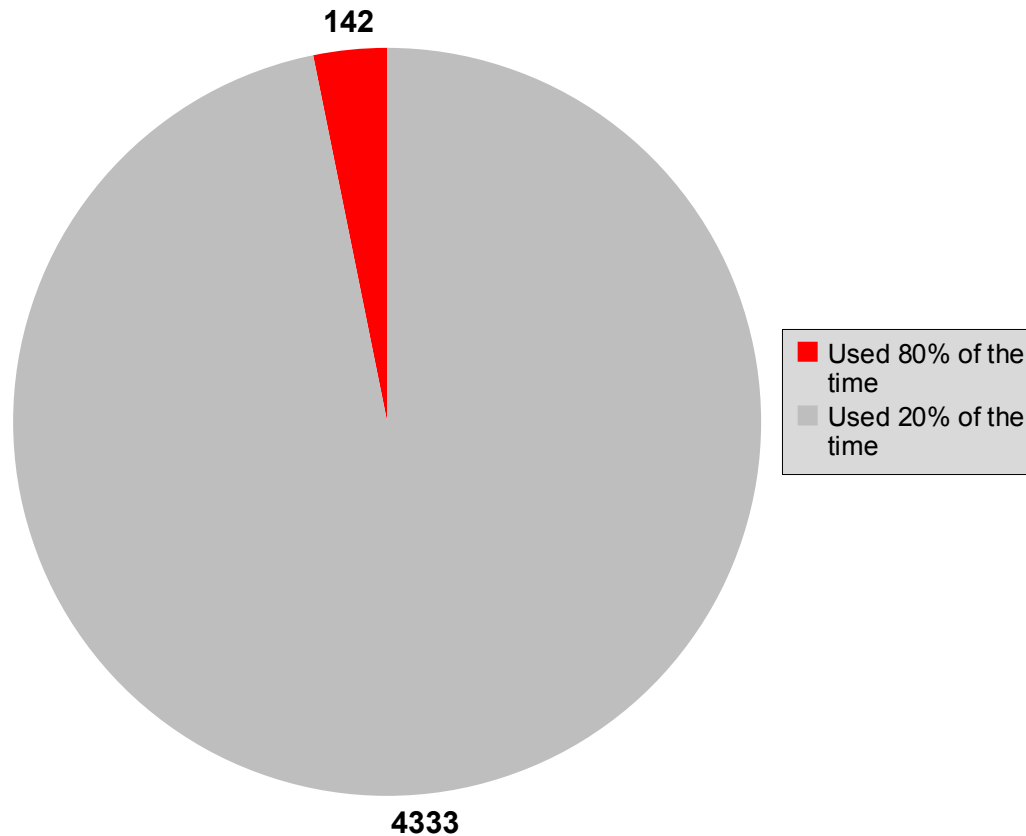
Total Number of UI elements = 595

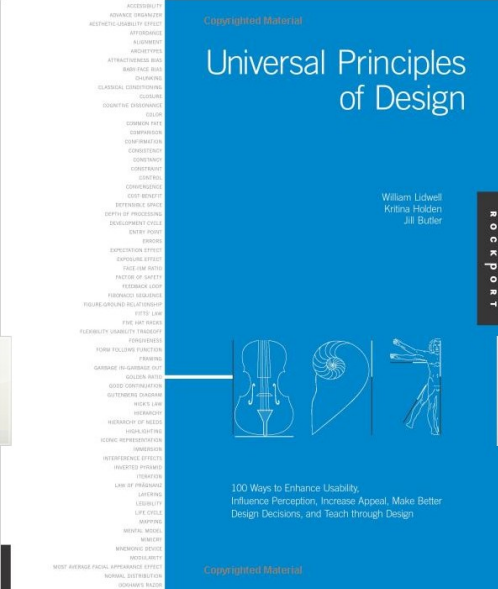




# Let's talk numbers – Usage Tracking

Total Number of Tracked UI events = 4475



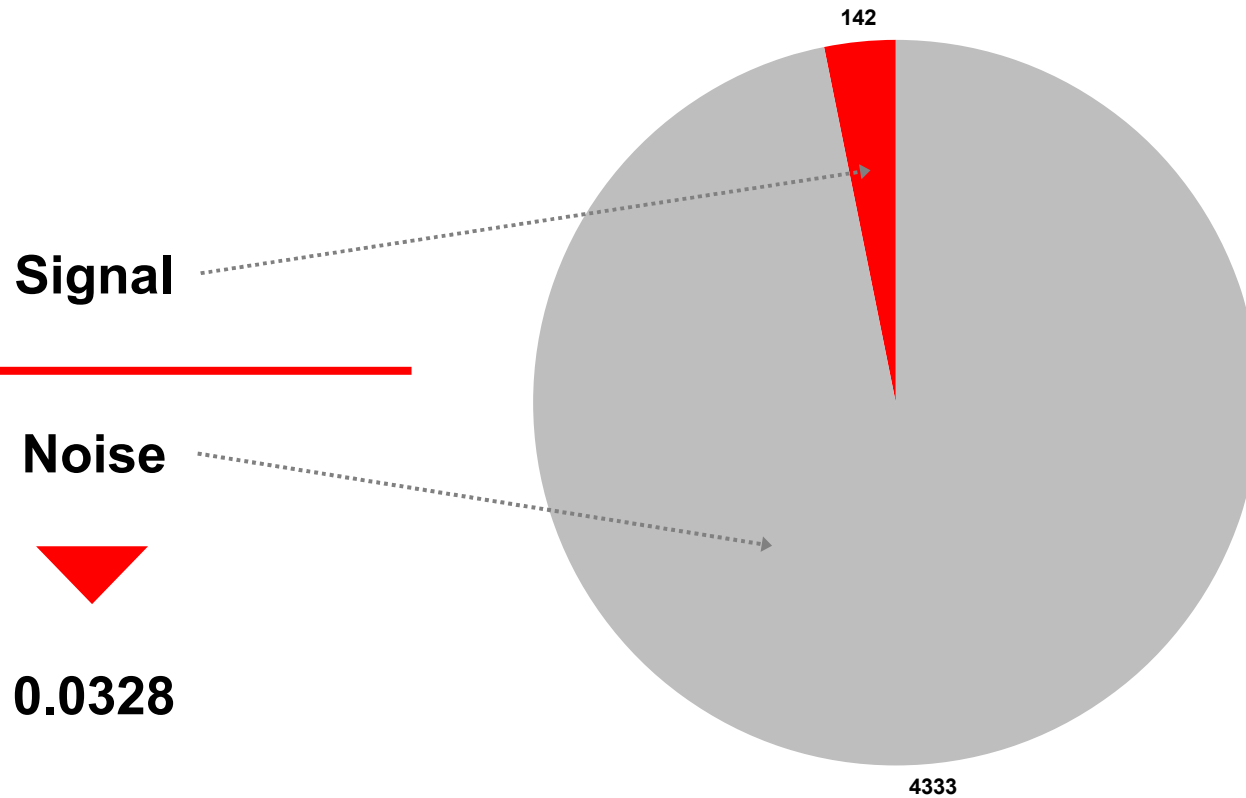


# Lindwell, Holden, Buttler Universal Principles of Design

“Signal-To-Noise Ratio: The ratio of relevant to irrelevant information in a display. The highest possible signal-to-noise ratio is desirable in design.”

# Signal-to-Noise Ratio in the Impress UI

Total Number of Tracked UI events = 4475



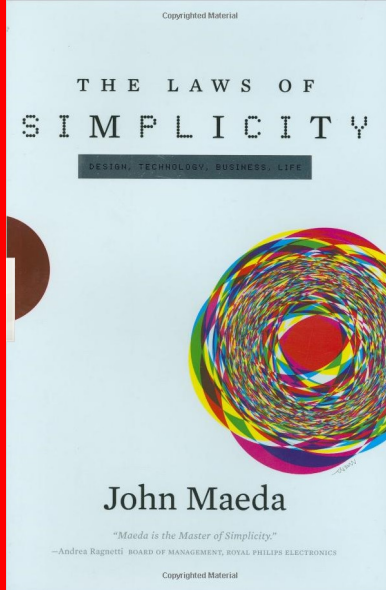
# Signal-to-Noise Ratio

## Minimizing

- Minimizing noise means removing unnecessary elements, and minimizing the expression of necessary elements.
- It is important to understand that every unnecessary data item, graphic, line, or symbol steals attention away from relevant elements.
- Every element in the design should be expressed to the extent necessary, but not beyond the extent necessary. Excess is noise.

## Maximizing

- Maximizing information means clearly communicating information with minimal degradation.
- Signal degradation occurs when information is presented inefficiently: unclear writing, inappropriate graphs, or ambiguous icons and labels.
- Emphasizing key aspects of the information can also reduce signal degradation.



## John Maeda The Laws Of Simplicity

“The simplest way to achieve simplicity is through thoughtful reduction.”

And that's **how** it's done



# Reduce Complexity in Impress

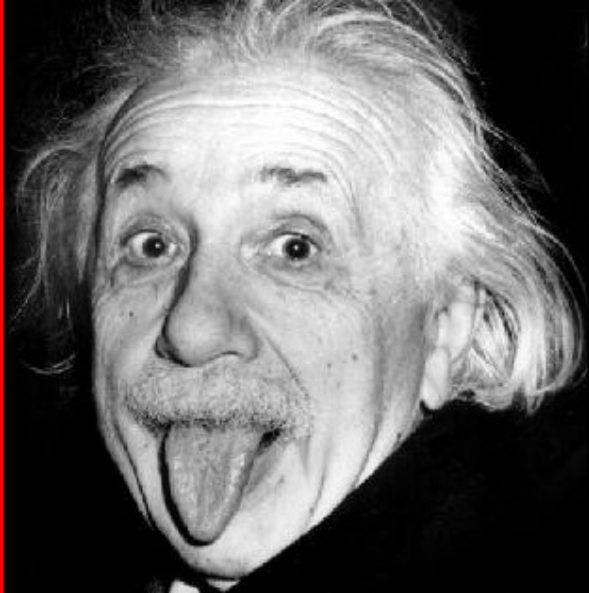
Improve Interaction Design of Important Tools

- What are the key elements of a presentation app?
  - Slides
  - Elements on slides
  - Different views and organizations of slides
- What are the most important things users do with slides?
  - Create, manipulate and organize slides
  - Assign and change layouts
  - Navigate through slides
  - Present slides

# Design Principles

Direct Visual Manipulation	Progressive Disclosure
<ul style="list-style-type: none"><li>• Emphasize visual representation</li></ul>	<ul style="list-style-type: none"><li>• Swiss Army Knife Metaphor</li></ul>
<ul style="list-style-type: none"><li>• Emphasize visual manipulation</li></ul>	<ul style="list-style-type: none"><li>• Expose only those elements that are relevant in a given context</li></ul>
<ul style="list-style-type: none"><li>• Emphasize visual feedback</li></ul>	<ul style="list-style-type: none"><li>• Hide tools that are not requested</li></ul>
<ul style="list-style-type: none"><li>• Emphasize discoverability</li></ul>	<ul style="list-style-type: none"><li>• But make hidden tools easily available</li></ul>





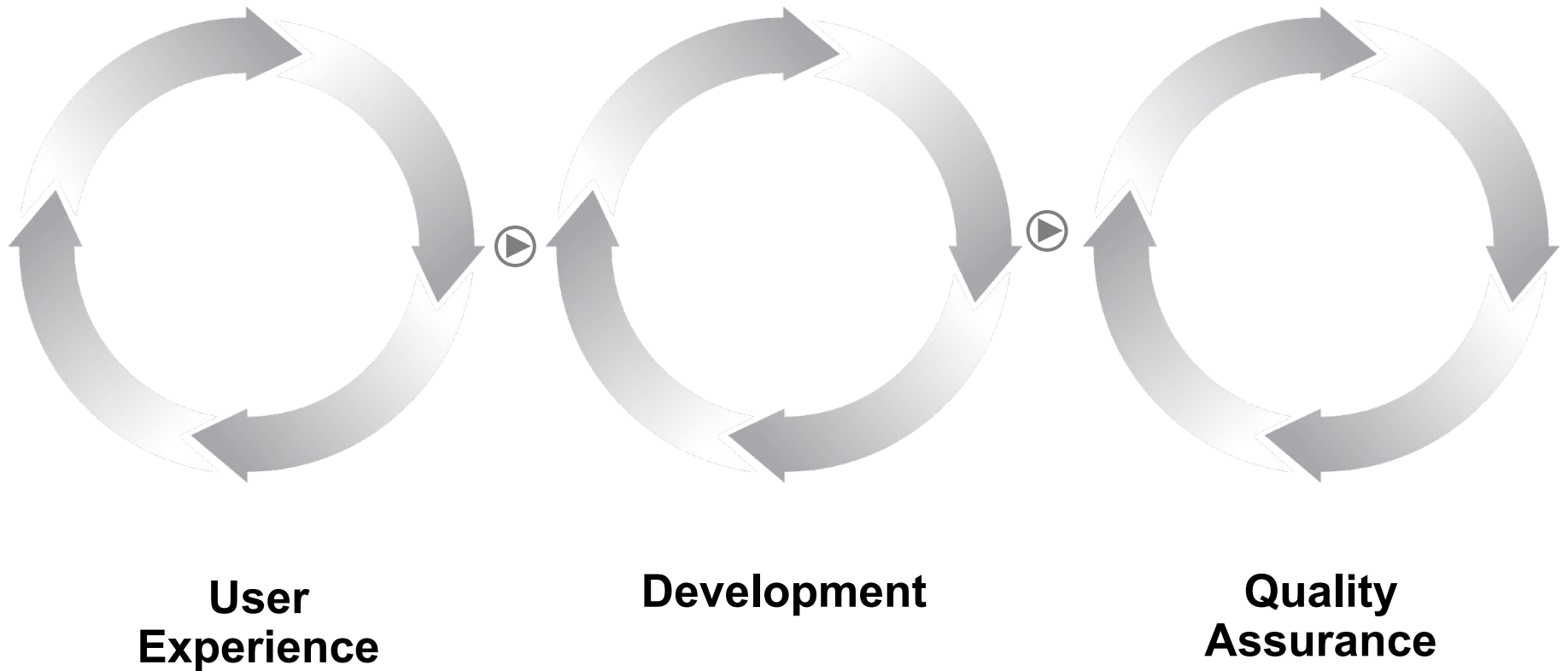
**Albert Einstein**  
Physicist

“Make everything as simple as possible, but not simpler.”

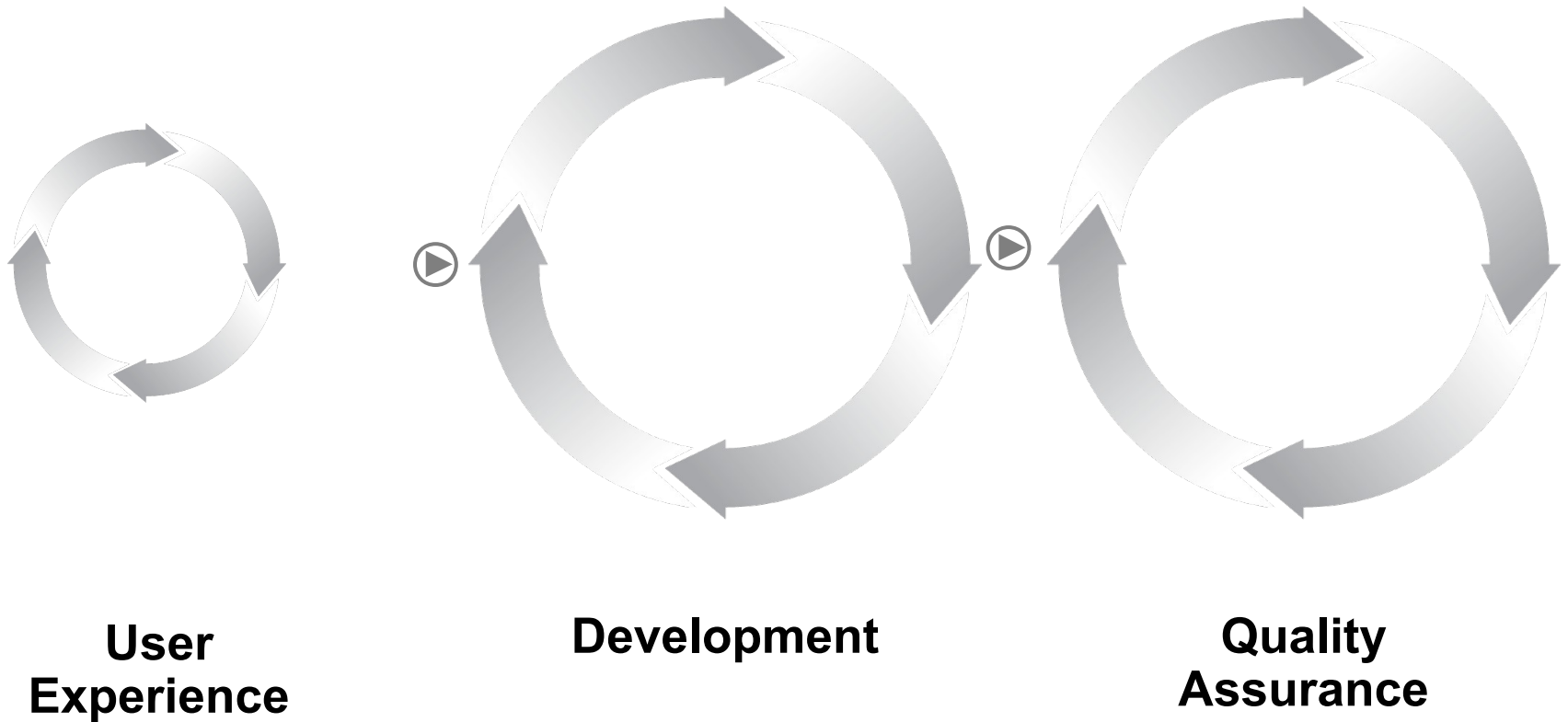
# Execute Like Crazy



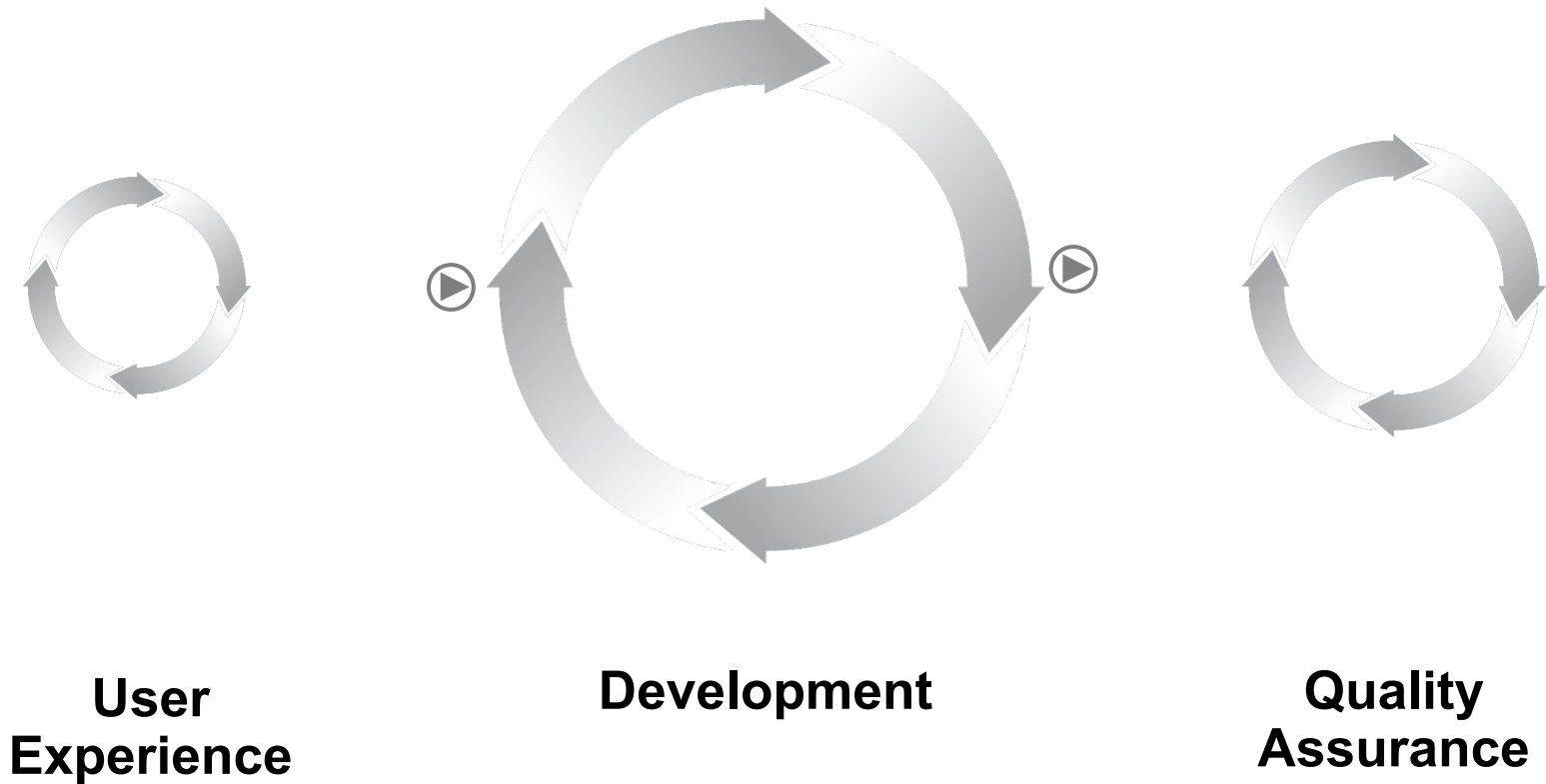
# How Software is Usually Created – In Theory



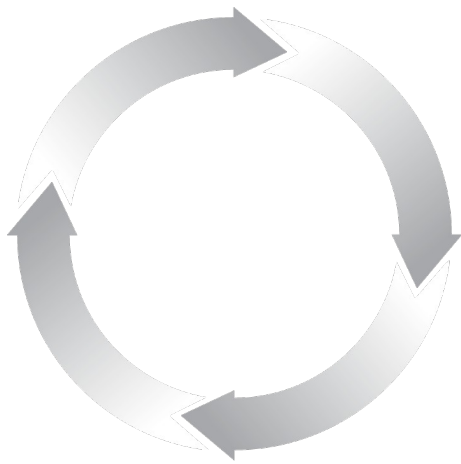
# How Software is Really Created I



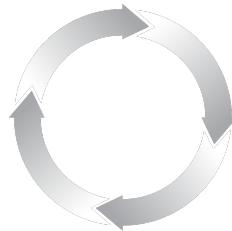
# How Software is Really Created II



# How Software is Really Really Created III



**Development**



**Quality  
Assurance**



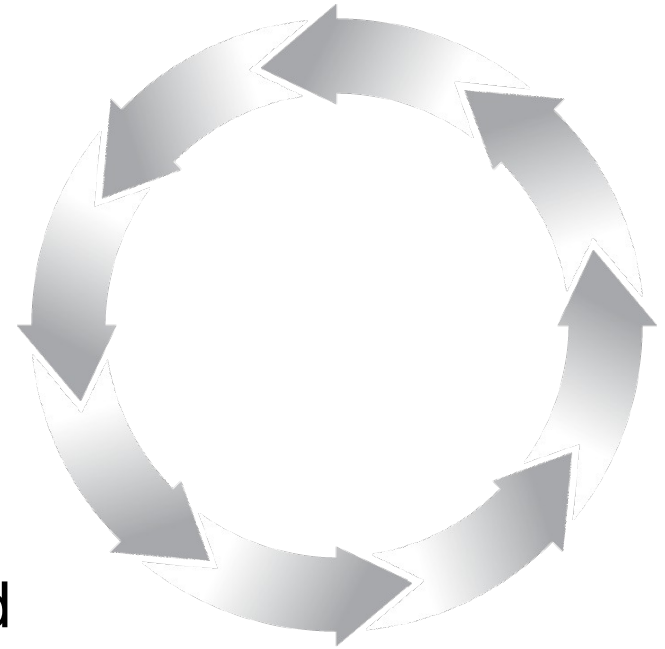
**User  
Experience**

“A close look at design history  
reveals that the lone genius is  
more myth than fact.”

Marty Neumeier, The Designful Company

# The Renaissance iTeam for Impress

- Christian Lippka – Dev
- André Fischer – Dev
- Wolfram Garten – QA
- Christoph Lukasiak – QA
- Uwe Fischer – Documentation
- Frank Loehmann – UX
- Andreas Bartel – UX & iTeam Lead





# Change How We Work

Change of collaboration using Agile elements that worked for us

**1** Value frequent communication

**2** Value everyone's feedback

**3** Value working software

**4** Value frequent iteration

**5** Value everyone's mastery

**6** Don't be afraid of failure

**7** Avoid design by committee

**8** Everyone should feel responsible

**9** Only one is accountable

**10** Just have fun



“Don't tell me how great you  
are. Be great!”

Eric Reiss, UX Camp Europe, Berlin 2010

# Project Renaissance Impress – Child Work Spaces

## Renaissance 1

- Navigation through slides
- Visual design of slides
- Visual feedback for multiselection
- Visual feedback during D&D
- Quickly start presentation
- Quickly hide and show slides
- Quickly duplicate slides

## Renaissance 2

- New toolbar drop-down control
- Assign layout
- Change layout
- Reset layout
- New placeholders for objects

## Renaissance 3

- Redesigned status bar
- Redesigned view switching
- New sidebar control
- Improved organization of tabs





# Demonstration of Work in Progress.

# FREQUENTLY. ASKED. QUESTIONS.

**Many Thanks for the  
incredible last 10 years!**

Andreas Bartel, User Experience  
Christian Lippka, Development



**SOFTWARE. HARDWARE. COMPLETE.**

ORACLE®